using System;

using UnityEngine;

namespace UnityStandardAssets.Water

{

public class MeshContainer

{

public Mesh mesh;

public Vector3[] vertices;

public Vector3[] normals;

public MeshContainer(Mesh m)

{

mesh = m;

vertices = m.vertices;

normals = m.normals;

}

public void Update()

{

mesh.vertices = vertices;

mesh.normals = normals;

}

}

}